

Mythos: The foulest form of vampirism, ghouls are undead eating machines with no thought but feeding.

Ghoul

Personality: An appetite on legs.

Appearance: Ghouls resemble a large, week-dead, ape covered in bristly, gray-brown fur. Their teeth and claws tend to become overlarge and jagged to the point that they are no longer able to close their mouths or grasp objects.

Attack: Ghouls get one attack unless they have someone in their grasp in which case they can choose to split their attack bonus and attempt to bite the opponent they hold as well as attack another using their claws.

Talents: Ghouls have claws & teeth [DAM 2D3+2] and natural skin armor [+1D3+1].

Vulnerabilities: Ghouls suffer the normal disabilities of vampires: direct sunlight causes 2D6 Health damage per turn, Holy objects cause terror, and silver or wood causes an additional [1D3] damage.

Becoming a Vampire. A person bitten by the vampire 3 times, without divine intervention or restorative treatment will fall into a coma. The results of the coma are listed on the table below.

- D6
- 1 Death
 - 2-4 Fledgling
 - 5 Ghoul
 - 6 True Vampire

Creature's Name			
Agility	1D6+1	Health	20+3D6
Knowledge	-1D3	Mind	1D4
Perception	1D3	Size	3D3
Initiative	1D6	Body	3D3
Movement	1D6		

Mythos. The weakest of the vampiria, fledglings are considered deformed and treated inferior by all others.

Fledgling

Personality: Fledglings tend to become supercilious or develop a chip on their shoulders as a result of their weak stature.

Fledglings are arrogant with non-vampiria.

Appearance: Appear normal.

Attack: Against non-vampiria, fledglings will use their supernatural powers if they

think they can win. Otherwise, they will what ever weapons are natural to their culture.

Talents: Though weak, fledglings often posses at least one of the greater vampire powers at 1D3 Level (see Talents table).

Vulnerabilities: Fledglings share only a minor levels of the greater sensitivities of their stronger bretheren. Fledglings are allergic to silver and appropriate woods, suffering +1D3 additional damage to each. Though they may shun sunlight, they suffer no serious reactions to it.

Powers. The list below provides a random list of abilities a vampire may possess.

- D6
- 1 Claws
 - 2 Vampirism (absorb health)
 - 3 Enhanced Senses
 - 4 Enhanced Speed
 - 5 Null Senses
 - 6 Leaping

The level indicate in the monster description is the starting roll to determine the level.

Creature's Name			
Agility	2D3	Health	10+1D6
Knowledge	2D3	Mind	5+1D6
Perception	2D3	Size	2D3
Initiative	1D6+1	Body	2D3
Movement	1D6		



Mythos. Vampires are in reality the symbios of

True Vampire

Personality: Among their own kind—normal, but with the knowledge of immortality. Many play at being normal quite well, but the knowledge of their predatory relationship to those around them is never gone. Many do become quite predatory.

Appearance: Vampires continue to resemble the species of origin, but as time

continues, their muscles lose definition and develop a smooth appearance. Their skin becomes waxy and pale as well.

Attack: True vampires often rely on their own talents and attributes, but are not above adopting the weapons of their culture of origin when necessary.

Talents: Vampirism, null senses, speed, and 1 in 6 will possess mind control, shape change (to animal or mist), or enhanced senses.

Vulnerabilities: Suffer extreme sensitivity to silver and certain woods (+1D6 damage) as well as a lethal allergy to sunlight (4D3+3 per round of exposure). Many suffer a psychological repulsion to religious icons.

Creature's Name			
Agility	1D6 + 1D3	Health	20 + 2D6
Knowledge	2D3	Mind	20 + 2D6
Perception	3D3	Size	2D3
Initiative	1D6+2	Body	2D3
Movement	1D6		

Nosferatu

Personality: Haughty. The nosferatu view non-vampiria as talking cattle. Nosferatu maintain a high intellect despite their appearance. They shun light in all forms and as a consequence become anti-social. Nosferatu are also likely to lose control and become feral during disputes over leadership or propriety and will never be subservient to another.

Appearance: Completely hairless, with skin devoid of color, the nosferatu stalk the night with joints swollen and fingers and

toes elongated. Their muscles become flaccid and their teeth jagged and irregular. Eyes become opaque and their ears pointed. Truly horrible to see.

Attack: Nosferatu rely solely on their own abilities and disdain all tools and relics of humanity. A common tactic when dealing with multiple foes is to attempt mind control first and then use a foe against their comrades.

Talents: Vampirism, speed, enhanced senses, mind control, and enhanced strength all varying in levels between 2D3 and 2D6.

Vulnerabilities: Suffer extreme sensitivity to silver and certain woods (+2D4 damage) as well as a lethal allergy to sunlight (6D6+6 per round of exposure). Because of the danger sunlight poses to Many suffer a psychological repulsion to religious icons.

Creature's Name			
Agility	1D6 + 3D3	Health	20 + 10D6
Knowledge	2D3	Mind	20 + 4D6
Perception	4D3	Size	2D3
Initiative	1D6+2	Body	3D3
Movement	1D6		

Mythos. Nosferatu are thought to resemble the first vampires (the indigenous population from another worldly realm). As a result, the Nosferatu claim dominance of the vampiria due to their incredible strength, but are also the weakest due to their inability to move in human society and their extreme sensitivity to sunlight.

Liche. The strongest undead are the still ambling remains of wizards and sorcerers. Not only do they possess the talents & strengths of the undead, but they retain their magical abilities as well.

To create a liche, simply create a vampire, nosferatu or mummy, then add magical talent.